Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1. (Currently Amended) A virtual reality presentation method comprising:

capturing motion of a user, the user having a gender;

capturing audio of the user, the user being in a presentation environment comprising music in addition to the user's speech;

capturing the presentation environment comprising music in addition to the user's speech;

transforming the audio of the user to an different gender different from the gender of the user;

animating a character with the motion and transformed audio in real-time; and

rendering the character animated with the captured motion of the user and talking with the transformed audio of the user on an output display device;

mixing the transformed audio of the user with the captured presentation environment, including the music by generating a linear sum of combined voice and environment including the music; and

rendering the transformed audio of the user in the environment including music with the audio being of the different gender of the user through speakers.

2. (Canceled)

3. (Original) The method of claim 1 in which capturing motion comprises:

attaching multiple motion tracking sensors to areas of the user to track the user's movements; and

transmitting signals representing the movements from the sensors to a computer system.

4. (Original) The method of claim 1 in which capturing audio comprises attaching a microphone to the user.

5. (Original) The method of claim 4 in which the microphone is a wireless microphone.

6. (Original) The method of claim 1 in which transforming the audio comprises:
altering pitch characteristics of the audio of the user.

7. (Original) The method of claim 1 in which animating comprises:
applying the motion to a three dimensional (3-D) model; and
combining the transformed audio to the 3-D model.

8. (Canceled)

9. (Currently Amended) A presentation method comprising:
generating a three-dimensional (3-D) model of a character;
capturing motion of a user in real-time;
capturing audio of the user in real-time;
capturing the presentation environment comprising music in addition to the user's audio;
modifying a gender of the audio of the user to render the audio in a gender that is different from the gender of the user;
animating in real-time the 3-D model with the motion and modified audio of the user in real-time; and
rendering the 3-D character animated with the captured motion of the user; and
rendering the modified audio of the user in the environment including music through speakers talking with the transformed audio of the user on an output display device.

10. (Canceled)

11. (Currently Amended) The method of claim 9 in which capturing motion comprises:

attaching multiple motion tracking sensors to areas of the user to track the user's movements; and

transmitting signals ~~magnetic fields~~ representing the movements, from the sensors to a computer system.

12. (Original) The method of claim 9 in which capturing audio comprises attaching a microphone to the user.

13. (Original) The method of claim 12 in which the microphone is a wireless microphone.

14. (Original) The method of claim 9 in which modifying comprises altering pitch characteristics of the audio of the user.

Claims 15-32 are canceled.